



STATE OF WASHINGTON
GAMBLING COMMISSION

"Protect the Public by Ensuring that Gambling is Legal and Honest"

January 7, 2016

Mr. Kevin Morse
Banilla Games
3506 Greenville Blvd. NE
Greenville, NC 27834

Re: Group 12 Amusement Games Olympic Skill 1 and Olympic Skill 2 version - V4.1.0.26719

Dear Mr. Morse,

Thank you for submitting the five Olympic Skill 1 and five Olympic Skill 2 amusement games and cabinet created and designed by Banilla Games to us for review. We have completed our review.

The Olympic Skill 1 and Olympic Skill 2 cabinets, as currently configured, only accept cash for play and do not accept tickets, tokens, cards, or script.

Olympic Skill 1 and Olympic Skill 2 version V4.1.0.26719 both contain two different game types—nudge and 25 line hot swap. Olympic Skill 1 includes the game titles: Fruity 7's, Snake Eyes, Searing 7's, Wheel Deal, and Bathtime Bucks. Olympic Skill 2 includes the game titles: Major Cash, Hot Tamales, Lucky Striker, Mega Money Reel, and Spooky's Loot. According to the information we received from you and our own review of the games, the two different game types are played as follows:

The Nudge game (Olympic Skill 1 – Fruity 7's, Snake Eyes, Searing 7's; and Olympic Skill 2 – Major Cash, Hot Tamales and Lucky Striker)

Players choose the play level they want to play and then press the play button. Then, the three reels containing symbols spin. After the spin, players are allowed to move or "nudge" one reel up or down to make a winning combination before the time runs out. Players win by matching 3 of the same symbols on the center win line.

The 25 Line Hot Swap game (Olympic Skill 1 – Wheel Deal and Bathtime Bucks; and Olympic Skill 2 – Mega Money Reel and Spooky's Loot)

Players choose the play level they want to play and then press the play button. Symbols are displayed on the screen in five reels of three and two hot swap symbols



are displayed on the right side of the screen. Players select one of the hot swap symbols to replace a symbol shown on one of the reels to make a pattern of three symbols. If the player matches a winning combination on any of the paylines or multiple paylines by choosing the correct hot swap symbol, they win the amount shown on the payable. If a player chooses the incorrect hot swap symbol, they will not win. There may be multiple winning combinations available. The prize preview will display the highest winning point combination available. The player may win fewer points than displayed if they chose a different winning combination.

Each of these ten amusement games include a prize viewer feature that allows players to press a prize viewer button showing players the outcome of the next game and, if a winner, players will see amount of the next prize before inserting the cost to play the game. This feature allows players to immediately know if they will lose or are a potential winner. If a player chooses to play the game, they may insert payment and press play to display the pattern to be solved. The player gets one move to recognize and solve the pattern by raising or lowering one of the symbols or by selecting a hot swap icon. In addition, the player must solve the pattern within a predetermined time period. If the pattern is solved incorrectly or time expires, the player does not win even if the pattern was able to be solved. A player wins by matching three of the same symbols on the same line (nudge) screen or by selecting the correct hot swap icon and matching a winning combination on any payable within a predetermined time period.

When players successfully solve the pattern and win, players will accrue "points" that are tracked separately from credits available for play. When players are done playing or have run out of credits, then players will press the "ticket" button on the console of the screen and they will receive a printed receipt for the amount of points won. The receipt is redeemable for merchandise prizes offered at the licensed location.

During the review of this game, you were advised that only merchandise prizes may be awarded (RCW 9.46.0201). In addition, the reference to the prize viewer feature should be prominently displayed on either the cabinet or as part of the game display help screen instructions on how to play the game so amusement game players readily see and are aware of this function. Also, because the amusement game does not return change you must clearly disclose to players before play that change is not returned and disclose to them where at the location they may get change (WAC 230-13-080).

You are also advised that, operators must not allow winners to forfeit a prize previously won in exchange for another play (WAC 230-13-130). Furthermore, neither the Olympic Skill 1 cabinet or its games nor the Olympic Skill 2 cabinet or its games may be connected to any internal or external network.

Olympic Skill 1 and Olympic Skill 2 cabinets that only accept cash for play **are approved**. Additionally, Olympic Skill 1 version V4.1.0.26719 containing games: Fruity 7's, Snake Eyes, Searing 7's, Wheel Deal, and Bathtime Bucks ; and Olympic Skill 2 version V4.1.0.26719 containing games: Major Cash, Hot Tamales, Lucky Striker, Mega Money Reel, and Spooky's

Loot **are approved** as amusement games and meet the requirements of a Group 12 Electronic puzzle and pattern solving game (WAC 230-13-067).

Please be advised that any modifications to any of the games on Olympic Skill 1 or 2 or modifications to the software or associated equipment must be provided to us for additional testing and review. The approval of this equipment may be rescinded at any time if problems are found by the Commission or changes to the Washington Administrative Code (WAC) impact this approval.

Finally, Group 12 amusement games are for adults over the age of twenty-one and may only be operated by licensees where persons under the age of twenty-one are prohibited from entering.

Sincerely,



Tina Griffin
Assistant Director
Licensing, Regulation and Enforcement Division

cc: Josh Stueckle, Acting Agent in Charge Regulation Unit
Cathy Harvey, Agent in Charge Tribal Gaming Unit

Enclosures:

RCW 9.46.0201 Amusement Game
WAC 230-13-080 - Operating coin or token activated amusement games.
WAC 230-13-130 - Display and exchange of amusement game prizes.
WAC 230-13-067 - Group 12 - Electronic puzzle and pattern solving game standards.

RCW 9.46.0201**"Amusement game."**

"Amusement game," as used in this chapter, means a game played for entertainment in which:

- (1) The contestant actively participates;
- (2) The outcome depends in a material degree upon the skill of the contestant;
- (3) Only merchandise prizes are awarded;
- (4) The outcome is not in the control of the operator;
- (5) The wagers are placed, the winners are determined, and a distribution of prizes or property is made in the presence of all persons placing wagers at such game; and
- (6) Said game is conducted or operated by any agricultural fair, person, association, or organization in such manner and at such locations as may be authorized by rules and regulations adopted by the commission pursuant to this chapter as now or hereafter amended.

Cake walks as commonly known and fish ponds as commonly known shall be treated as amusement games for all purposes under this chapter.

[1987 c 4 § 2. Formerly RCW 9.46.020(1), part.]

WAC 230-13-080**Operating coin or token activated amusement games.**

(1) Coin or token activated amusement games must have nonresetting coin-in meters, certified as accurate to within plus or minus one coin or token in one thousand plays, which stop play of the machine if the meter is removed or disconnected when operating at:

- (a) Amusement parks; or
- (b) Regional shopping malls; or
- (c) Movie theaters; or
- (d) Bowling alleys; or
- (e) Miniature golf course facilities; or
- (f) Skating facilities; or
- (g) Family sports complexes.

(i) A "family sports complex" is a facility, at a permanent location, to which people go to play sports. A family sports complex must offer multiple sports activities, such as indoor soccer, outdoor soccer, lacrosse, baseball, Frisbee, and lawn bowling and the gross receipts must be primarily from these sports activities.

(ii) A family sports complex does not include a facility owned or operated by a school or school district; or

- (h) Amusement centers; or
- (i) Restaurants; or

(j) Grocery or department stores. A "department or grocery store" means a business that offers the retail sale of a full line of clothing, accessories, and household goods, or a full line of dry grocery, canned goods, or nonfood items plus some perishable items, or a combination of these. A department or grocery store must have more than ten thousand square feet of retail and support space, not including the parking areas.

(2) All coin or token activated amusement games must have a coin acceptor capable of taking money for one play and may have an additional acceptor to include paper money.

(3) Operators using amusement games that do not return change must have a change-making bill acceptor or the ability to get change in the immediate vicinity of such games. All amusement games using paper money acceptors must either:

- (a) Return change; or
- (b) Clearly disclose to players before play that change is not returned and disclose to them where at the location they may get change.

[Statutory Authority: RCW 9.46.070. WSR 09-15-067 (Order 650), § 230-13-080, filed 7/13/09, effective 8/13/09; WSR 08-11-036 (Order 625), § 230-13-080, filed 5/14/08, effective 7/1/08; WSR 07-21-116 (Order 617), § 230-13-080, filed 10/22/07, effective 1/1/08; WSR 07-15-064 (Order 612), § 230-13-080, filed 7/16/07, effective 1/1/08.]

WAC 230-13-130

Display and exchange of amusement game prizes.

(1) Amusement game operators must prominently display a sample of each type of prize available.

(2) Operators must only award prizes that are posted. However, after a player has won two or more prizes, operators may offer that player the opportunity to exchange those prizes for one or more other prizes, but only if that prize was on display during the play of the game.

(3) Operators must not allow winners to forfeit previously won prize(s) in exchange for another play.

(4) Operators may give winners tickets which winners may combine with other tickets won and redeem for a merchandise prize.

[Statutory Authority: RCW 9.46.070. WSR 07-15-064 (Order 612), § 230-13-130, filed 7/16/07, effective 1/1/08.]

WAC 230-13-067

Group 12—Electronic puzzle and pattern solving game standards.

In Group 12 games, players must correctly solve a puzzle to win a prize, which is viewable by the player before each puzzle is presented.

(1) The game must allow the player to view the prize that is available before each play of the game without the insertion of money or any other thing of value; and

(2) Prizes are awarded based upon the player's skill in correctly discerning a pattern and completing that pattern; and

(3) When a game presents a potential winning pattern, the puzzle must be capable of completion within the predetermined time period; and

(4) Group 12 amusement games are for adults over the age of twenty-one only and may only be operated by licensees where persons under the age of twenty-one are prohibited from entering.

[Statutory Authority: RCW 9.46.070 and 9.46.0331. WSR 15-15-063 (Order 713), § 230-13-067, filed 7/10/15, effective 8/10/15.]